Let's say I have the following code, will it use the type conversion operator or the overloaded subscript operator?

```
// parameterized constructor used

    double arr [2] = {1,2};
    Point p1(arr);

// overloaded subscript operator
    cout << p1[0] << "," << p1[1]<<endl;
    p1.printCoords();

// type conversion

    double * parr = p1;
    cout << parr[0] << "," << parr[1]<<endl;
```

What is the output of the code? Explain why you get the output that you do.

Vector v1;

Point p1(1,1);

v1 = p1;

cout << v1;

// error since we have not overloaded the output stream operator for vector class